

DAMAIA

Strength	+2	Level	1
Dexterity	+2	Weight	120lb
Constitution	+2	Speed	30ft
Intelligence	+0	Hit Points	14
Wisdom	+0	Armor Class	15
Charisma	+0	Initiative	12
Proficiency	+2	Perception	10



Capabilities: Darkvision 60 ft, Hellish Resistance, Infernal Legacy, Rage, Unarmored Defense

Deck Builder: 1.2.1

BEDROLL



Bedroll.

Cost	1gp
Weight	5lb
Rarity	Std

Cost	2gp
Weight	5lb
Rarity	Std

BACKPACK



A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a Bedroll or a coil of rope, to the outside of a backpack.

Deck Builder: 1.2.1

MESS KIT

Cost	1gp
Weight	2sp
Rarity	Std



A mess kit was a compact collection of essential cutlery and kitchen implements that allowed preparation and consumption of food while traveling.

Deck Builder: 1.2.1

TINDERBOX

Cost	1gp
Weight	5lb
Rarity	Std



Tinderbox.

Cost	1gp
Weight	5lb
Rarity	Std

WATERSKIN



Waterskin.

Deck Builder: 1.2.1

5 GOLD COINS



Use to buy stuff

Deck Builder: 1.2.1

GOLD COIN



Use to buy stuff

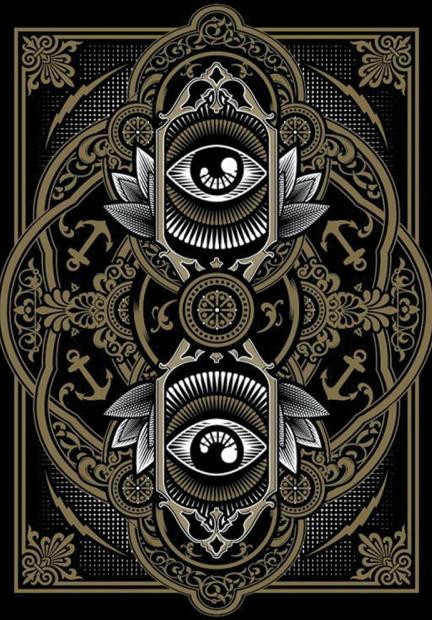
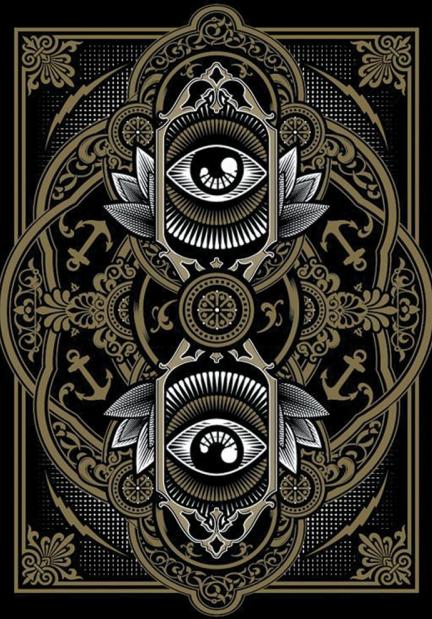
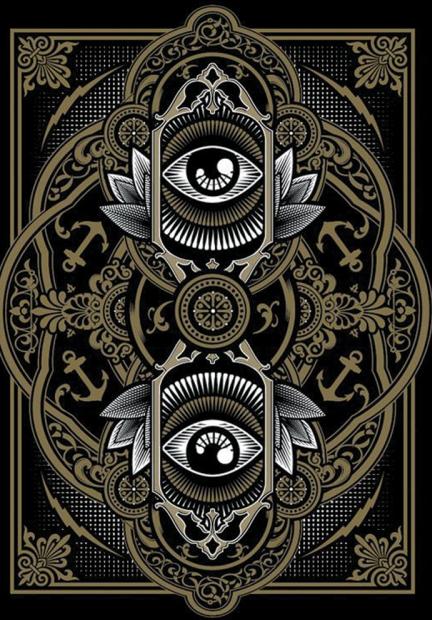
Deck Builder: 1.2.1

5 SILVER COINS



Use to buy stuff

Deck Builder: 1.2.1



SILVER COIN



Use to buy stuff

Deck Builder: 1.2.1

5 COPPER COINS



Use to buy stuff

Deck Builder: 1.2.1

COPPER COIN



Use to buy stuff

Deck Builder: 1.2.1

GREATAXE

Strength	x	Cost	30gp
Weight	7lb	Weight	7lb
Damage	1d12	Damage Type	slash
Reach	5ft		
Proficiency	x		

Attack Roll: d20 + Strength + Proficiency
Damage Roll: 1d12 + Strength
Properties: Heavy, Two-Handed

Deck Builder: 1.2.1

LEATHER ARMOR

Dexterity	x	Cost	10gp
Weight	10lb	Weight	10lb
Rarity	Std	Armor Type	Light
Armor Class	11	Armor Class	11
Proficiency	x		

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil.
Wearer Armor Class = Base Armor Class + Dexterity + Proficiency

Deck Builder: 1.2.1

RAGE

Bonus action on your turn: enter a rage.
Add Rage Damage to damage roll when attacking with melee weapon.
Resistance to bludgeoning, piercing, slashing (halve damage).

Deck Builder: 1.2.1

UNARMORED DEFENSE

Armor Class without armor = 10 +
Dexterity + Constitution

Deck Builder: 1.2.1



RAGE

While raging, you gain the following benefits if you aren't wearing heavy armor:
You have advantage on Strength checks and Strength saving throws.
When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
You have resistance to bludgeoning, piercing, and slashing damage.
If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.



UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals $10 + \text{your Dexterity modifier} + \text{your Constitution modifier}$. You can use a shield and still gain this benefit.